PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products

without the Official Nintendo Seal.



DESCRIPTORS

Fantasy Violence



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

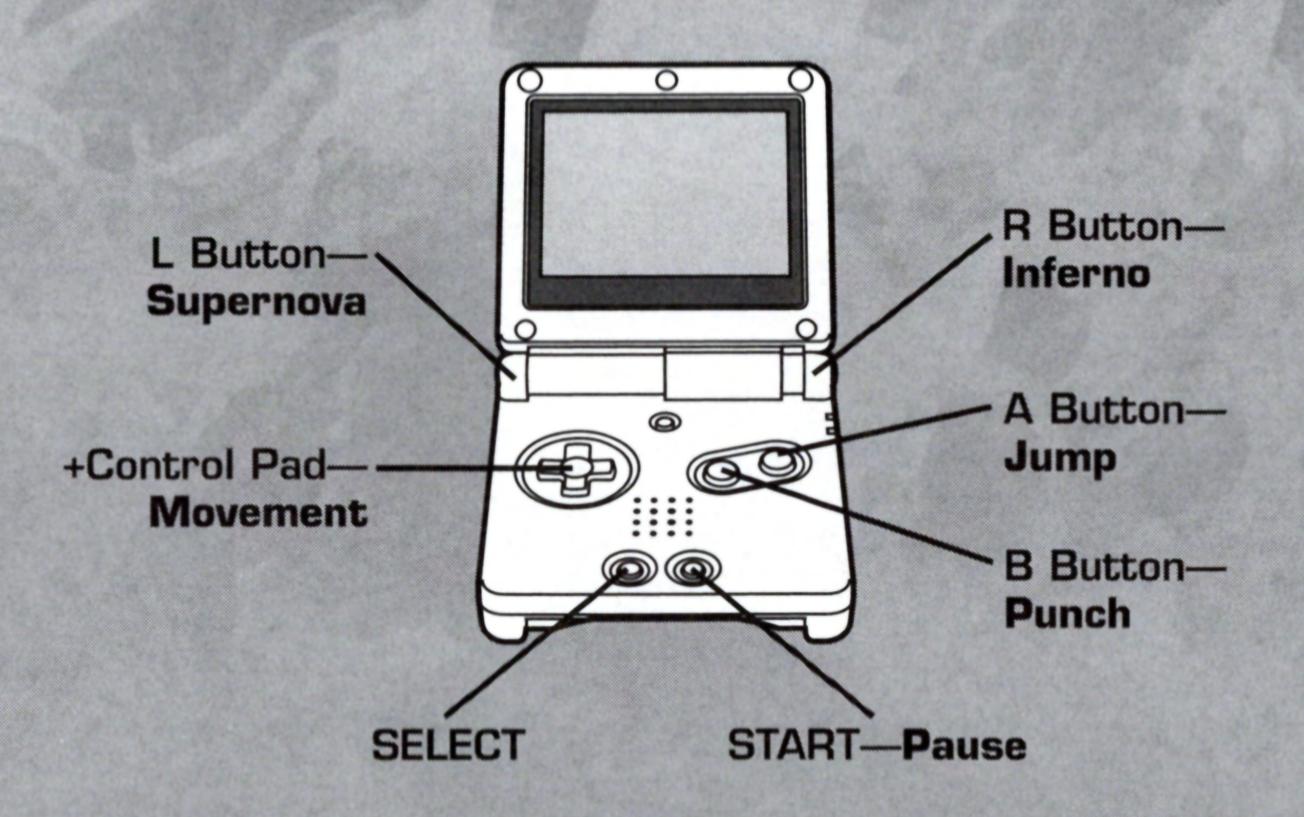
CONTENTS

Getting Started				•	9.								٠	٠	•			4
Game Boy® Advance Controls				•			*										a.	5
Basic Controls								*					*			. 8		6
Main Menu				•		-									1			8
On-Screen Display					N. See									機能				10
Saving the Game														•	•			11
Lives and Health				•			ů.			Ů.		•						11
Cosmic Power		•							1									11
Pick-Ups		4						•										12
Upgrades																		13
Enemies							•								•			14
Levels																		17
Credits																		19
Customer Support									•									21
Software License Agreement						1					-							23

GETTING STARTED

- Make sure the power switch is OFF.
- Insert the Fantastic 4: Flame ON® Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- · Turn the power switch ON.
- To skip the introductory sequence, press START.

GAME BOY® ADVANCE CONTROLS



BASIC CONTROLS

ACTION	CONTROL								
Movement	+Control Pad								
Punch	B Button								
Combo Punch	B Button three times consecutively								
Jump	A Button								
Limited Flight	A Button, then A Button and a direction on the +Control Pad								
Jump Down	A Button + ♥ on the +Control Pad								
Supernova (Cosmic Area Attack)	L Button								

ACTION	CONTROL							
Inferno (Cosmic Blast Attack)	R Button							
Charge	A Button + B Button (you can press a direction on the +Control Pad to charge in a specific direction)							
Fireball	Hold ♥ on the +Control Pad and press the B Button (B Button when in flying levels)							
Pause	START							

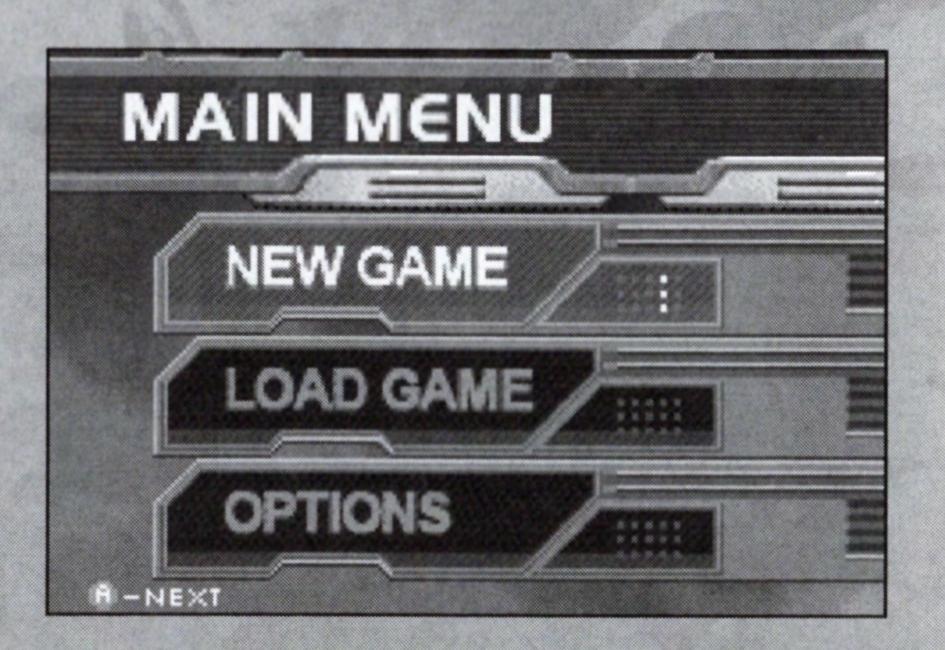
MAIN MENU

New Game

Start a new game from the Main Menu. Select a slot to store your game progress.

Load Game

Load a previously saved game. You'll start at the beginning of the last attempted level of the selected saved game.



Options

Select this option to change the volume of the music or sound effects. In addition, you can access the following options:

Bonus - For some quick fun, use the Bonus option to jump into the Moto-X or Snowboarding mini-games.

High Scores - Record your best scores across all levels.

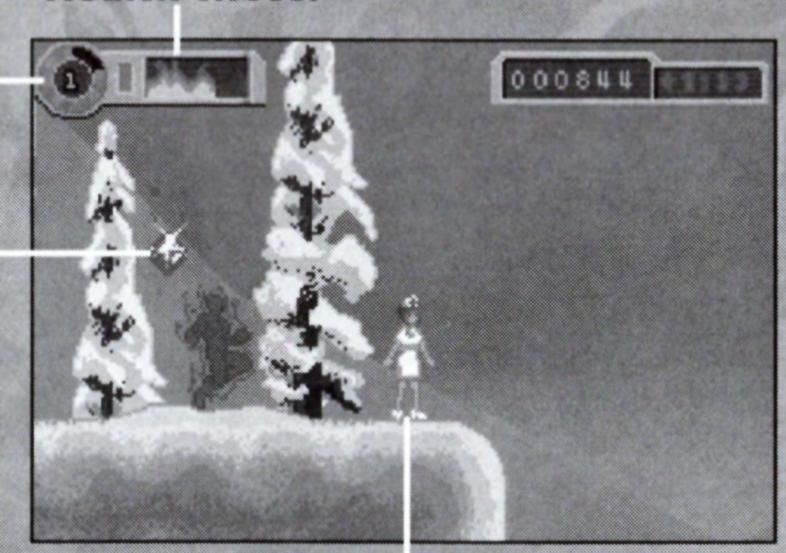
Credits - A list of everyone involved in the making of this game!

ON-SCREEN DISPLAY

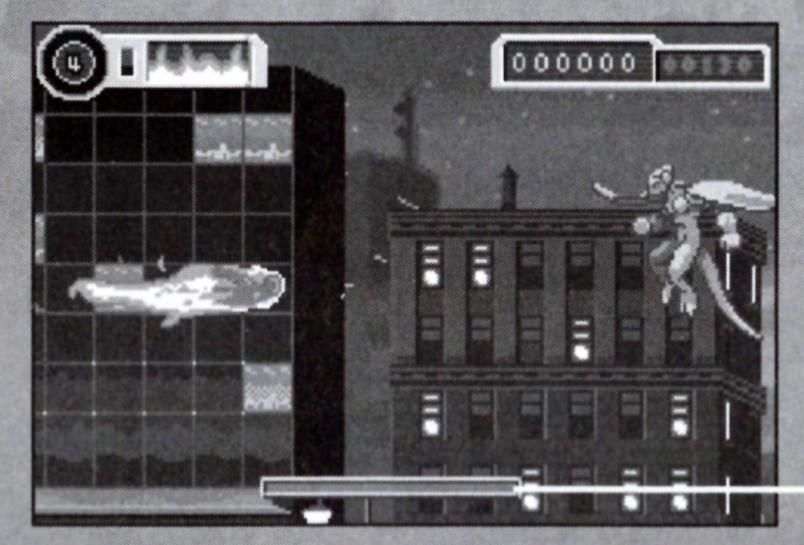
Health Meter

Cosmic Power

Point Pick-up



Health Pick-up



Boss Health Meter

SAVING THE GAME

Fantastic 4: Flame On automatically saves your game as you play through it. Your game will be saved after each level.

LIVES AND HEALTH

If Johnny receives too much damage in combat, he'll be knocked unconscious and captured by the Skrulls. If Johnny's knocked unconscious, he'll respawn at his last checkpoint, ready to attempt the dangers ahead of him once again. You can retry as many times as you like.

Keep a look out for friendly nurses—they'll help you regain lost health and heal your injuries!

COSNIC POWER

Infused with the awesome power of cosmic energy, Johnny is able to generate blasts with great intensity and power. After Johnny defeats an

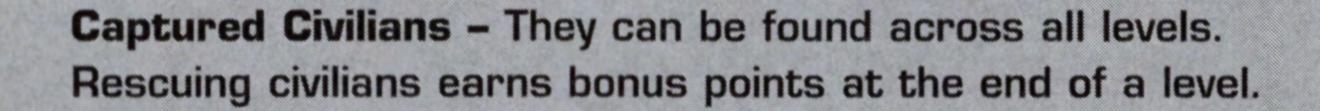
enemy, the amount of cosmic power contained within him increases. When the amount of cosmic power reaches a certain level, Johnny can perform a cosmic move.

Johnny can hold up to eight cosmic moves at any one time. After using a cosmic move, Johnny can easily gain back more cosmic power (and another cosmic move) by defeating enemies, so don't be shy to use them!

PICK-UPS

Nurse - Restores a percentage of health.

Cosmic Rock - Collect these for extra points!









UPGRADES

As Johnny defeats enemies, finds captives and eliminates the Skrull menace, he can enhance and increase his fighting moves and special abilities. Four distinct branches of abilities may be upgraded, each containing four slots.

Health - Increase the amount of damage Johnny can take before being knocked unconscious.

Inferno + Punch - Increase the amount of damage that both Johnny's Inferno and Punch inflict upon enemies.

Supernova + Fireball - Increase the amount of damage that both Johnny's Supernova and Fireballs inflict upon enemies.

Flight + Charge - Increase the amount of damage that Johnny's Charge inflicts upon enemies. Also, increase the number of times Johnny can perform a limited flight move without becoming exhausted and touching the ground.

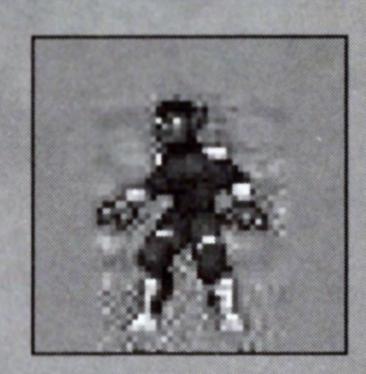
How Johnny chooses to upgrade his powers will prove to be an important decision. There are more upgrades than chances to upgrade, so choose wisely!

ENEMIES

Fighting crime and saving the world is a full-time job. And Johnny has his work cut out for him! Below is just a sample of some of the enemies you will encounter.

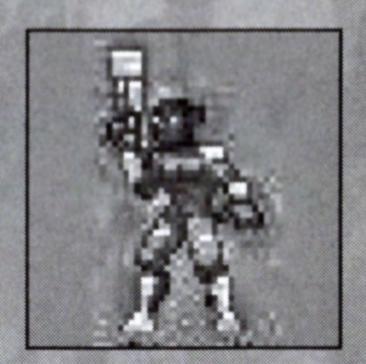
Melee Skrull

The standard foot soldier of the Skrull Empire. Relentless and angry, these quick-moving aliens will often try to defeat Johnny through sheer numbers.



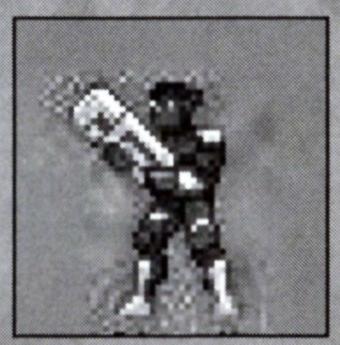
Laser Skrull

Trigger-happy and with a quick blast to back them up, these Skrulls will try to keep Johnny backed into a corner if they can't shoot him down.



Grenade Skrull

With their deadly aim and ability to lob grenades near and far, you need to watch out for Grenade Skrull! Whether approaching from land or air, be careful around these guys.



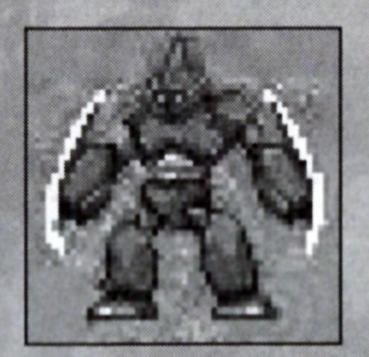
Turret

Large, reinforced machinery designed to pack a large punch, turrets aren't an enemy to be taken lightly just because they can't move. The ability to shoot in five directions assures a turret can always track down a mobile fiery super hero.



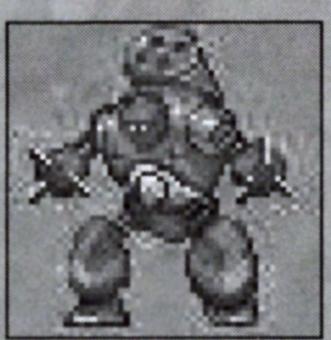
Blade Robot

Engineered to take as much damage as they can dish out, these metallic brutes will attempt to skewer anyone who gets too close.



Missile Robot

The large canisters on its back aren't just for show. Filled to the top with Johnny-seeking missiles, this robot has enough firepower to bring down anything that doesn't put it out of commission as fast as possible.



LEVELS

Mountains

Johnny's fantastic journey begins in the mountains surrounding Victor Von Doom's Compound. After discovering his awesome new powers for the first time, Johnny sets out to continue to live life to the fullest. However, the Skrulls have a different plan—abducting Johnny! Johnny must stay out of their hands while trying to find out who—or what—these creatures are.

New York City

Relaxing back in his home city after his first run-in with the Skrulls, Johnny soon finds they aren't an easy annoyance to get rid off. As the Skrull force descends upon New York City, Johnny must protect himself and his fellow citizens from the crazed clutches of the alien invasion. A large, winged shape has also been seen above the city. What does this mean for Johnny?

Volcano Island

Something strange is taking place on a remote volcanic island. New inhabitants have moved in and are preparing to cook up trouble for our favorite fiery super hero. But is all the activity just a trap? Someone—or something—waits for Johnny under the earth's crust.

Manufactory

An abandoned factory, long ago lost in the desert, has suddenly roared back into life. The Skrulls are certainly up to no good here as they try to create a new robotic army. A much larger presence overlooks the factory, and dwarfs it in comparison.

Skrull City

An enormous floating city is the home to the Skrull invasion force. Skrulls line the streets and robots patrol the walkways of the sprawling, futuristic city. Attempting to infiltrate this city to find the person responsible for the all-out attack on Johnny will take great skill and courage.

GREDITS

ACTIVISION

Pres., Worldwide Studios Kathy Vrabeck

EVP, Worldwide Studios Chuck Huebner

> Production Producer Jamie Bafus

Associate Producer Derek C. Smith

Executive Producer Scott Walker

Marketing & PR

Associate Brand Manager Roy Alojado

Global Brand Manager Hjalmar Hedman

VP, Global Brand Management Will Kassoy

SVP, Global Brand Management Robin Kaminsky Publicist, Corporate Comm. Aaron Grant

Manager, Corporate Comm. Ryh-Ming C. Poon

Director, Corporate Comm. Michelle Nino Schroder

VP, Corporate Comm. Maryanne Lataif

> QA/CS Project Lead Fritz Striker

QA Manager John Rosser

Test Team Rigo Bustamante Sean Stamps

Sr. Manager, Technical Requirements Group Marilena Rixford

Sr. Lead, Tech. Requirements Grp Siôn Rodriguez y Gibson Testers, Tech. Requirements Grp Sasan "Sauce" Helmi

CS Leads

Gary Bolduc - Phone Sup. Michael Hill - E-mail Sup.

Legal

Director, Legal & Business Affairs Greg Deutsch

> Senior Counsel Chris Cosby

Contracts Administrator Lee Lawson

Creative Services

VP, Creative Services & Operations
Denise Walsh

Director of Creative Services
Matthew Stainner

Creative Services Manager
Jill Barry

Creative Services Assistant Mgr Shelby Yates Packaging Design Creative Domain

Manual Design Ignited Minds LLC

Activision Special Thanks

20th Century Fox
Ron Doornink
George Rose
Celeste Murillo
Neven Dravinski
John Sweeney
Jason Dalbotten
Tamsin Lucas

And all of our coworkers, family and friends who helped and supported us on the project

MARVEL ENTERPRISES, INC.

VP, Interactive Ames Kirshen

President of Worldwide Consumer Products Tim Rothwell Legal Affairs
Seth Lehman
Joshua M. Silverman

Carl Suecoff

Marvel Special Thanks

Avi Arad Ari Arad Joe Quesada Dan Buckley Kevin Feige

TORUS GAMES PTY LTD

Managing Director
Bill Mcintosh

Producer

Kevin Mcintosh

Designer Ben Evans

Art Director Marcus Mestrov

Lead Programmer Peter Suwara

Lead Artist Andrew McIntosh Audio Production Ed Colman

Programming Team

Andrew Goulding Mark Schiemann

> Art Team Hansia Lim Mark Day Stuart Rogers

Lead Tester David McIntosh

Quality Assurance Alistair Goulding

Special Thanks

Michelle Ambrose
Lauren Arnold
Zon Chen
Bridey Goulding
Max Goulding
Ima Kongoz
Adela Lim
Miriam Lim
Joshua Lim
Megan McIntosh
Kim Peters

Sarah Bee Roberts

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer

Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online at www.activision.com so we can enter you in our monthly drawing for a fabulous Activision prize.

Software License Agreement

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center
 or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program
 available for commercial use; see the contact information below.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the

recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product cartridge only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.



activision.com

Register your product online at www.activision.com